

**Amendments to the Claims:**

This listing of claims will replace all prior versions, and listings of claims in the application:

**Listing of Claims:**

1. (currently amended) A game apparatus comprising:
  - a connection unit that is communicably connected to a controller which has a lever that is guided along a predetermined route, and which sends status information specifying a current position of the lever and receives instruction information specifying a repulsive force to be applied to the lever;
  - a storage unit that pre-stores repulsive force information specifying a repulsive force to be applied to a lever, in association with a game status and a position of a lever;
  - a reception unit that receives status information from said controller via said connection unit;
  - a generation unit that acquires the repulsive force information pre-stored in association with a current game status and a position of a lever specified by the received status information, and generates instruction information specifying a repulsive force specified by the acquired repulsive force information; and
  - a sending unit that sends the instruction information generated by said generation unit to said controller via said connection unit,

and wherein, the generation unit ~~especially~~ generates a random number and designates as the instruction information, a value obtained by heightening or lowering the repulsive force specified by the acquired repulsive force information with the generated random number, at every predefined interval.

2. (canceled)

3. (currently amended) The game apparatus according to claim 1, wherein said storage unit further pre-stores driving force information specifying a driving force, in association with a game status and a position of a lever, said game apparatus further comprising:

a calculation unit calculates acceleration of an object moving in a simulative world, based on a driving force specified by the driving force information pre-stored in association with a current game status and the position of the lever specified by the received status information; and wherein,

    a display unit moves the object in the simulative world at the calculated acceleration, and displays the object on a screen at a position reached by moving , at said every predefined interval.

4. (original) The game apparatus according to claim 3, wherein:

    said display unit displays on the screen, the virtual world as viewed from the position of the moved object.

5. (previously presented) The game apparatus according to claim 2 wherein said storage unit further pre-stores audio information in association with a game status and a position of a lever, said game apparatus further comprising:

    an audio unit reproduces the audio information pre-stored in association with a current game status and the position of the lever specified by the received status information.

6. (currently amended) A game method comprising a receiving step, a generating step, and a sending step, and being intended for communications with a controller which has a lever that is guided along a predetermined route, and which sends status information specifying a current position of the lever and receives instruction information specifying a repulsive force to be applied to the lever, wherein:

    in said receiving step, status information is received from said controller;  
    in said generating step, repulsive force information which is pre-stored in association with a current game status and a position of a lever specified by the received status information is acquired, and instruction information specifying a repulsive force specified by the acquired repulsive force information is generated; and

    in said sending step, the generated instruction information is sent to said controller,

and wherein, in said generating step, a random number is generated cyclically and a value obtained by heightening or lowering the repulsive force specified by the acquired repulsive force information is designated with the generated random number as the instruction information, at every predefined interval.

7. (canceled)

8. (currently amended) A computer-readable information recording medium storing a program for controlling a computer having a connection unit communicably connected to a controller which has a lever that is guided along a predetermined route, and which sends status information specifying a current position of the lever and receives instruction information specifying a repulsive force to be applied to the lever, to function as a storage unit, a reception unit, a generation unit and a sending unit, wherein said program controls, in said computer:

    said storage unit to pre-store repulsive force information specifying a repulsive force to be applied to a lever, in association with a game status and a position of a lever;

    said reception unit to receive status information from said controller via said connection unit;

    said generation unit to acquire the repulsive force information pre-stored in association with a current game status and a position of a lever specified by the received status information, and to generate instruction information specifying a repulsive force specified by the acquired repulsive force information; and

    said sending unit to send the generated instruction information to said controller via said connection unit,

    and wherein, said generation unit cyclically generates a random number and designates as the instruction information, a value obtained by heightening or lowering the repulsive force specified by the acquired repulsive force information with the generated random number, at every predefined interval.